John Kaufmann LIPS Workshop: Sharing the Sky

Thanks to all for your great participation and playfulness! It was sad to leave the conference after such a great day of conversation and engagement! Please feel free to contact me at johnkaufmann@mac.com with any questions or comments.

Workshop goal: To share a philosophy of audience participation, identify traits of an effective facilitator and to offer tools to apply to planetarium setting.

Warm Up: We played the icebreaker game *Half Scrap*, where players find their partner and speak their "couplets" out loud. This is great to get a group mingling, focused on themes, and speaking out loud in a fun and low-stress environment.

Create the Environment
- **A Welcoming Environment:** where they'll feel safe and cared for from the start.
- **An Environment of Failure** (We did the *Failure Bow* activity to reframe the physicality of failure and put the experience into our bodies)
- **An Environment of Sincerity**
    - Physical Sincerity (we explored the importance of physical openness)
    - Verbal Sincerity (the integrity of our words)

Establish Clear Rules and Objectives
- **Be a facilitator (with clear objectives and rules) rather than a leader (with knowledge and directions).** If you are communicating rules and objectives, you are better able to work *with* the audience. If you are in the role of "The Expert," you are superior to them and you invite challenges and fear of failure.
- The mechanics of the sky could be seen as a set of rules: Your role is to clearly articulate and illustrate them and invite visitors to play within them.
    - Get buy-in from your audience at the top: then you are fulfilling the wishes of the group, rather than the audience working to please you.
    - As in sports, a participant who knows the rules is more *engaged* and feels *accountable* for the event.
    - Clear rules encourage a **democratic** rather than an autocratic model
    - Rules are **inclusive**: If everybody understands them, all can participate.

Tools of Engagement
- Be *present* with group (We played the game *I Notice* to explore this idea).
- Be consistently *positive*
    - Say yes! To everything: Questions, ideas, requests
    - We practiced taking "left field" questions and redirecting them positively toward the topic at hand.

Explore Different Ways of Engaging Audience Members
    - Have them make sounds
    - Have them create frozen pictures with their bodies
    - Give them time to think before responding
    - Have them *physicalize* concepts by creating models